

NINTENDO DS™

PONY FRIENDS



eidos. ➞

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

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THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES DOWNLOADED FROM ONE GAME CARD.

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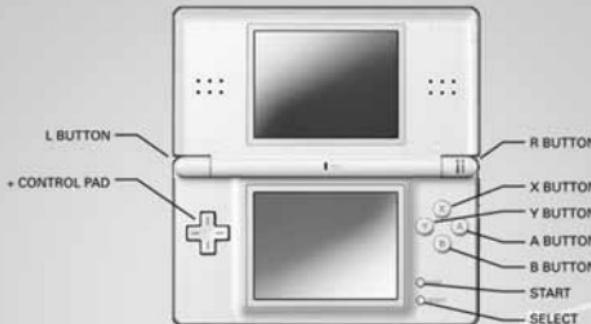
GETTING STARTED

1. Turn OFF the Nintendo DS system by pressing the Power Button.
Never insert or remove a Game Card when the power is ON.
2. Insert the **PONY FRIENDS™** Game Card into the Game Card slot on the back of the Nintendo DS and push until it clicks into place. The label should face toward the bottom of the DS.
3. Turn ON the Nintendo DS system by pressing the Power Button. The Health and Safety Screen will appear. Touch the Touch Screen to continue.
4. Touch the **PONY FRIENDS™** panel on the Touch Screen.
The Title screen will appear.

From the Title screen, the Main Menu gives you access to your **Home**, the **Stable**, the **Field** and game **Options**.



CONTROLS



The **PONY FRIENDS™** controls are very easy; all you need to do is use the Nintendo DS stylus on the Touch Screen (the lower screen).

- ▼ Use the stylus to move through all in-game menus and select options.
- ▼ Use the stylus to interact with the pony: stroking, petting, giving it treats or medicines.
- ▼ Use the stylus to look at the landscape when trail riding, to comfort the pony, to aim the camera and to take pictures of animals.
- ▼ Use the stylus to take care of the pony: clean out its hooves, brush, wash, or apply fly ointment.
- ▼ Use the built-in microphone to cheer on your pony in racing events.
- ▼ Touch the red arrow (top left) to return to the previous screen.





INTRODUCTION

Care for your very own pony!

Customize its coat and mane, and keep it well-groomed and healthy. Take your pony for trail rides to keep it fit, snap pictures of wildlife, find rare gifts to collect, and enter races. You'll slowly get to recognize each pony's special character, and create a bond with them as they perform tricks for you (or throw tantrums!).

But remember, it's what YOU do that counts. The more time you spend with your ponies, the more influence you will have on their behavior. An excitable pony can be calmed down with care and attention — but leave it unattended for a few days and it will go back to its wild ways. Similarly, a slow, plodding pony can be perked up and become livelier and more fun to be with.

You can cheer your pony on in racing events, pet it using the Touch Screen, and try to get it to perform special tricks. Your pony might get sick, and then you'll have to talk to the vet — perhaps you've neglected it or not exercised it enough. All these factors will affect its performance (especially if you're hoping to enter it in a racing event).

But don't worry. Throughout the game, you will be given helpful tips to make your pony the most perfect in the entire stable!



Pony Feedback

Owning a pony is not a one-way thing; your pony will react to what YOU are doing to it. It will try to tell you if it likes something you are doing — or is annoyed. Petting, brushing, washing, caring for its hooves, feeding it treats and riding it will all make your pony react in different ways that will tell you if you are doing something right or wrong. You will get a special sound and visual response to make it clear when a task is completed or the pony is satisfied.



STARTING OFF

When the game first begins, you will see two options: **Share Demo** and **Start Game**.

Share Demo

PONY FRIENDS™ has a built in Demo that you can pass on to friends who also have a Nintendo DS system. Your friends can look at and pet your pony. By passing on the Demo, you will also benefit with extra game rewards.

- ▼ Select **Share Demo** when the game first starts if you want to download the Demo to a friend's Nintendo DS system, and then follow the on-screen instructions.



Start Game

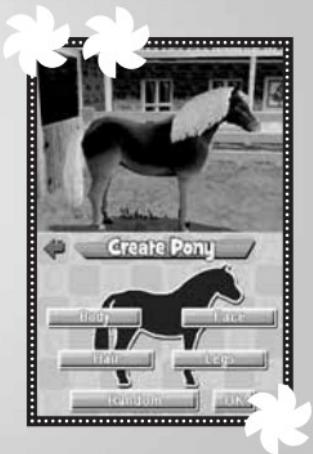
▼ Select **Start Game**. If this is the first time you are playing the game, you will have to buy a pony.

The **Buy Pony** option takes you to the pony farm where you can choose from a "real" breed of pony, or create your own "perfect pony."

- ▼ Select a breed (touch the **↑/↓** arrows to scroll through the list),
- ▼ Select a pony from the field.
- ▼ You can **Buy** that pony or **Keep Looking**.

Creating Your Perfect Pony

You can also choose to create your perfect pony by selecting from a range of colors and patterns, then combining them with face markings, mane and tail colors to bring your ideal pony to life. The Top Screen shows what your "perfect pony" will look like as you create it.



Naming Your Pony

Once you buy your pony, you can name it, using the stylus and on-screen keyboard. If you've chosen **My Perfect Pony**, you can add its birthday, sex and favorite food.

Once you acquire your pony, it will be moved to your Stable.



HOME

From **Home**, you can check out your pony details, look for new ponies to buy, view your chores, monitor your awards and review your journal.

Select Your Pony

If you select **Ponies**, you will go to a list of your current ponies and the option to buy another pony (if you do not yet have the maximum three ponies).

- ▼ Select a pony from the list with the stylus.

When you select a pony, you will see details of that pony's current condition (on the Top Screen). This shows sliders that range between levels:

- ▼ **Dirty** to **Clean**
- ▼ **Tired** to **Excited**
- ▼ **Annoyed** to **Loving**
- ▼ **Sick** to **Healthy**

The lower Touch Screen has icons for **Health**, **Donate**, **Retirement** and **Awards**. Use the stylus to select an icon:

HEALTH

Get a tip from the vet on your pony's health. The vet will tell you what is wrong with your pony and list a treatment. This will sometimes require you to go to the Shop to obtain the medication.



DONATE

If a certain pony does not suit you, you may want to donate it. You can only donate a pony if you own more than one.

RETIREMENT

Once you complete all the Awards in the game with a pony, you can choose to retire that pony. Retiring the pony unlocks one of four future careers for your pony.

AWARDS

Each pony collects Awards as you progress. Awards are based on Fitness, Style and Speed. Select this icon to view Achievements and Awards yet to be obtained, plus hints. If you are just starting out, no Awards will be shown.

Chores

This shows a list of three tasks that you should complete each day. Some chores will be for individual ponies, while other chores will be general. For example:

- ▼ Feeding your pony (its favorite treat).
- ▼ Going on a trail ride.
- ▼ Accessorizing your pony.

Goals

PONY FRIENDS™ has over 20 goals, with a rating for each goal. Touch the Achievement and the Top Screen will show information about that goal and the medals your pony has received.

Journal

Here you can view the animal photos you've snapped, see what accessories and items you've collected, and check on what you still have to find.

The journal has icons for **Photo Gallery**, **Accessories** and **Collections**. Use the stylus to select an icon:

PHOTOS

The Photo Gallery (Top Screen) shows the animals you have photographed while trail riding, with an outline of any animals still to be snapped.

On the Touch Screen, you can scroll through different animal categories (**Insects**, **Birds**, **Fish**, **Large Animals**, etc.).

ACCESSORIES

This shows what items you already possess, and which items you need to find or buy. Choose from **Saddles**, **Blankets**, **Bridles**, **Horseshoes**, **Hair** and **Quartermarks**. The Top Screen shows details about each selected item. The items you've unlocked and now own appear in color. Items available but not yet owned are grayed out.

At the bottom of the list, a **Sets** icon allows you to look at complete sets of accessories. This is very important. Having a complete set gives you extra rewards in Speed, Style, Luck and Health.

COLLECTIONS

This shows the Coins and Shells you've picked up. The items you've unlocked and now own appear in color. Items available but not yet found are grayed out. You get extra rewards for completing sets of collectable items.



STABLE

The Stable screen shows the list of ponies in the Stable. (If a pony is in the Field, it will not be shown here. To see that pony, select the **Field** option from the Main Menu.)

▼ Select a pony from the list to go to Pony Options.

Pony Options

The Pony Options screen lets you choose to **Ride**, select **Accessorize**, **Care** for the pony, move it to the **Field** or view current **Pony Status**.

Shop

The Shop is only a short ride away. Here you can buy additional accessories, treats and care items. All items cost money, and you pay with the pocket money you earn by completing your daily chores and trail riding quests.



The Pony Club (Racing Event)

Your pony will win races by hearing you cheer it on through the microphone. Make sure you keep the level of your voice in the green section of the bar on the Touch Screen and your pony will speed up. Shout too loud or not loud enough and your pony will slow down and lose the race.

The best thing to do at first is to give enough voice encouragement to get the pony up to top speed, and then keep urging it on to maintain speed.

There are five difficulty levels for the racing event. Winning at each level earns an additional star for the pony in the **Speed** category, and unlocks the next course. The more difficult races are longer, against much faster ponies, and the green band on the voice bar is shorter.

The performance of the pony in a racing event is also influenced by your pony's existing statistics (especially its **Speed** rating). A pony in excellent condition performs much better than a pony in poor condition.



Trail Riding

Two trails are open to you when you go trail riding for the first time. Most trails are locked until you unlock them by discovering hidden gates and getting your pony fit enough to enjoy longer trails.

- ▼ Use the Touch Screen to move the map to find available trails. Then select a trail to ride.

RIDING CONTROLS

- ▼ **Trot:** Normal riding mode.
- ▼ **Gallop:** Make your pony gallop by touching the **Gallop** icon (a green pony) in the lower left of the Touch Screen. Slow the gallop to a trot by touching the icon again.
- ▼ **Pet the Pony:** Stroke the stylus along the pony's head and over its ears.
- ▼ **Look Around:** Use the stylus to swivel your view left, right, up, down

TRAIL QUESTS

Each day there will be a task on one of the trails. You must complete the task in exchange for a reward. Tasks range from photographing animals to finding lost items.



Some animals may be hiding. Touching (with the stylus) the place they are hiding in will sometimes make the animals jump or fly out.

Remember that you can always fuss over and pet your pony during trail rides.

PHOTOGRAPHING ANIMALS

To take a photograph of an animal, touch the animal with the stylus (holding it down for half a second). The screen will contract and freeze for a moment when you have successfully photographed a creature. Your camera has 24 shots, so be careful not to run out of shots before the end of a ride.

Animals photographed on a trail ride are grouped into Sets in the Journal. Photograph all the animals in a Set, and you'll get a reward.

Accessorize

When you select **Accessorize** from the Stable Menu, the Top Screen will show your pony wearing the items you've selected. These include:

- ▼ **Saddles**
- ▼ **Bridles**
- ▼ **Horseshoes**
- ▼ **Hair & Ribbons**
- ▼ **Blankets** (Create your own Blanket in the editor!)
- ▼ **Quartermarks** (Create your own Quartermark in the editor!)

Care

Pony care is very important! It determines how well your pony performs.

- ▼ Use the stylus to select the items you need (items to be used will flash).
- ▼ Use the item by rubbing the stylus over the Touch Screen. Continue until a clean "sparkle" (sound and graphic) tells you that specific care task has been completed.

CARE OPTIONS

- ▼ **Grooming:** Groom your pony using the **Body Brush**, the **Tail Brush** and the **Mane Brush**.
- ▼ **Washing:** Shampoo your pony, add **Conditioner**, apply **Fly Treatment** and wash down the pony with the **Water Hose**.
- ▼ **Hoof Care:** Scrub mud from your pony's hooves using the **Hoof Brush**. Remove stones by gently tapping with the **Hoof Pick**, and carefully paint tender areas with **Ointment**. Sometimes during Hoof Care you can find surprise items.



Move to Field/Info

The pony will need to go out to the Field to graze and exercise. Select **Field** from the Stable Menu to let the pony outside. Select **Info** to check on your pony's **Health**, **Donate** the pony and view the pony's **Awards**.

FIELD

The Field is where the ponies graze and exercise. You should make sure they spend time here everyday.

- ▼ Make sure at least one pony is always in the Field. If the Field is empty, go to Stable, select a pony and choose **Move to Field**.
- ▼ Select a pony when it's in the field to look at its status, call it over, have it perform a trick, or move it back to the Stable.

Call Over

This is one of the most important parts of the game. It's where you become friends with your pony by petting it, feeding it treats, and, if it's not well, treating its illness with medicines.

At any time while your pony is in the Field (in the Top Screen), you can call it over. If it's in the mood, it will approach you and appear in the Touch Screen.



PETTING & TREATS

Now you can pet your pony with the stylus "hand," or give it treats from the bag on the right. The information panel in the Top Screen reminds you of what the pony likes best. Treats include:

- ▼ Apples
- ▼ Pears
- ▼ Oats
- ▼ Hay
- ▼ Carrots
- ▼ Parsnips
- ▼ Celery
- ▼ Sugar Cubes
- ▼ Peppermint Snacks

If your pony doesn't know you very well, it will be a bit frightened of your hand (stylus). Be careful not to make sudden movements, because this could scare the pony away. Be gentle!

With a new pony, touch the screen to the left or the right. If the pony feels comfortable with you, it will get curious and move its head over to sniff the stylus. You can then pat it (but gently!).

- ▼ Rub its muzzle gently; all ponies like this. It might close its eyes and lower its head.
- ▼ Scratch its neck; a pony loves having its neck scratched.
- ▼ A pony's nose, eyes and ears are all very sensitive and don't like to be poked. Scratch its face too harshly and it will shake its head and pull back.
- ▼ Pick up a treat from the bag with the stylus, and move it toward the pony's mouth. If the pony is happy, it will start munching at it.



- ▼ Touch the pony's cheek, and then move the stylus from side to side to make the pony turn its head left and right.
- ▼ Tap its rump and it will turn its body to the left or right.

GIVING PILLS

To give a sick pony prescription pills, pick them up from the vet's bag (on the left of the Touch Screen). Pills include:

- ▼ Flu Tablet
- ▼ Stomach Tablet

Perform Trick

The Field is also where you can see if your pony will perform a trick. The pony will not perform a trick if it is tired, sick, annoyed or dirty (the **Perform Trick** icon will be grayed out).

- ▼ Touch the **Perform Trick** icon and the pony will do a trick. The better the condition of your pony, the more difficult the trick it will perform.
- ▼ To see the rarest tricks, you must have achieved all the Awards with that pony, and have it in the best possible condition.

Move to Stable

Select this option to move the pony from the Field back to the Stable.



OPTIONS

Select **Options** from the Main Menu to look at unlocked **Videos** from the game, **Erase** the current game, and see the game **Credits**.



SAVING YOUR GAME

You can quit the game safely from the Main Menu by tapping the **Back Arrow** icon (top left). This brings up options to:

- ▼ Save and Continue
- ▼ Save and Quit
- ▼ Cancel

Select any option to save your game progress, including:

- ▼ Current pony statistics for all your ponies.
- ▼ Updated Journal entries.
- ▼ Accessories added/removed.
- ▼ Awards, including completed tasks.
- ★ Daily chores completed/incomplete.



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NOTES

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